

CLAIMS

What is claimed is:

Sub. 887
B4

- 5
1. A gaming machine comprising:
- a display having a grid of cells;
- a first plurality of game elements;
- a controller for initiating a normal random display of said game elements;
- a display processor for randomly displaying said normal random display such that one game element is displayed in each of said cells;
- 10 said machine characterized by said controller adapted to initiate a bonus random display of said game elements in response to a triggering combination of said game elements in said normal random display and to designate at least one of said cells in said bonus random display as a wild cell independent of said game elements in said cell.
- 15
2. A machine as set forth in claim 1 further characterized by said controller adapted to designate a plurality of cells as wild cells for said bonus random display.
- 20
3. A machine as set forth in claim 2 further characterized by said controller positioning a wild card over said wild cell such that said wild card conceals said game element within said wild cell.

4. A machine as set forth in claim 3 wherein said controller is adapted to repeat said bonus random display a predetermined number of rounds.

5. A machine as set forth in claim 4 wherein said controller is adapted to display a winning combination of said game elements having at least one wild cell forming said winning combination and awarding a predetermined value for said winning combination.

6. A machine as set forth in claim 5 further including a coin-bill management device for receiving credit.

7. A machine as set forth in claim 6 further including an coordinate readout device for activating the game and for wagering said credits.

8. A machine as set forth in claim 1 wherein said display processor includes a plurality of reels and a plurality of rows defining said grid such that the intersection of one of said plurality of reels and one of said plurality of rows defines said cell.

9. A method of playing a game, said method comprising the steps of:
randomly displaying a plurality of game elements in a grid of cells
having three columns to produce a normal random display with one element in each
of the cells in a video slot game;

5 determining a triggering combination;

activating a bonus game in response to the game elements matching the triggering combination;

randomly designating at least one cell as a wild cell; and

10 said method characterized by displaying and animating three wild
cards over the cells and positioning the three wild cards over the designated wild
cells.

10. A method as set forth in claim 9 further including determining a number of rounds for the wild cards to be displayed during the bonus game and re-animating the three wild cards for each of the determined number of rounds.

11. A method as set forth in claim 10 wherein determining of the triggering combination is further defined as positioning three apples symbols such that only one apple symbol is displayed in each column.

09966468 092801

12. A method of playing a game, said method comprising the steps of:
randomly displaying a plurality of game elements in a grid of cells to
produce a normal random display with one element in each of the cells; and
said method characterized by initiating a bonus random display of the
5 game elements in response to a triggering combination of the game elements in the
normal random display and designating one of the cells in the bonus random display
as a wild cell independent of the game elements in that cell.
13. A method as set forth in claim 12 further characterized by designating
10 a plurality of the cells as wild cells for the bonus random display.
14. A method as set forth in claim 13 further characterized by positioning a
wild card over the wild cell such that the wild card conceals the game element
disposed within the wild cell.
15. A method as set forth in claim 14 further characterized by repeating the
bonus random display for a predetermined number of rounds.
16. A method as set forth in claim 15 further including the step of
20 displaying a winning combination of the game elements having at least one wild cell
forming the winning combination and awarding a predetermined value for the
winning combination.

17. A method as set forth in claim 16 further including the step of inserting credits into a payment processor and wagering an amount of the credits.

18. A method as set forth in claim 17 further including the step of
5 manipulating an coordinate readout device after wagering the credits for randomly displaying the game elements.

19. A method as set forth in claim 12 further characterized by displaying
the grid as a plurality of reels and a plurality of rows such that the cell is the
10 intersection of one of the reels and one of the rows.

0996468-092301
T03260" 8349360

20. A readable recording medium storing an executable control program for randomly displaying a plurality of game elements in a grid of cells with one element in each of the cells and initiating a bonus random display of the game elements in response to a triggering combination of the game elements in the random display and designating one of the cells in the bonus random display as a wild cell independent of the game elements.

21. A readable recording medium as set forth in claim 20 wherein the control program is further characterized by designating a plurality of the cells as wild cells for the bonus random display.

22. A readable recording medium as set forth in claim 21 wherein the control program is further characterized by positioning a wild card over the wild cell such that the wild symbol conceals the game element disposed within the wild cell.